

Jerry Falkenhan

FAMILY VEHICLE EXPENSE

Track up to nine monthly costs for six vehicles

Diskette: 40K (APX-20128)

User-Written Software for ATARI Home Computers

FAMILY VEHICLE EXPENSE

рs

Jerry Falkenhan

Program and Manual Contents © 1982 Jerry Falkenhan

<u>Copyright notice</u>. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange P.O. Box 3705 Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California) 800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

The following are trademarks of Atari, Inc.

ATARIO

ATARI 400™ Home Computer

ATARI 800™ Home Computer

ATARI 410™ Program Recorder

ATARI 810" Disk Drive

ATARI 820™ 40-Column Printer

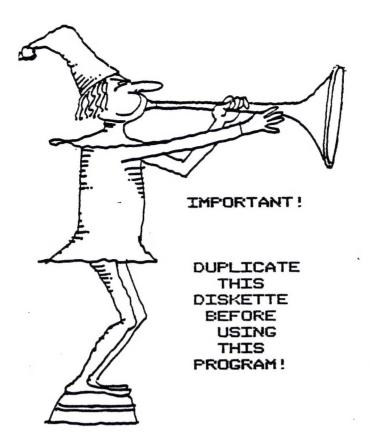
ATARI 822* Thermal Printer

ATARI 825™ 80-Column Printer

ATARI 830™ Acoustic Modern

ATARI 850™ Interface Module

Printed in U.S.A.



This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)

-		
	•	
	•	

CONTENTS

	INTRODUCTION 2
	Overview 2 Required accessories 2 Optional accessories 2 Contacting the author 2
1	GETTING STARTED 3
	Loading FAMILY VEHICLE EXPENSE into computer memory 3 The first display screen 3 Entering information and responding to prompts 3 Preparing diskettes 4 Setting up the program 4 Exchange names setup form 5 Setup program: Option A 6 Setup program: Option B - Data Disk-Drive # 8 Setup program: Option C - Setup Fixed Cost 8 Setup program: Option D - Setup New Year 11 Setup program: Option E - Leave Program 11
•	USING FAMILY VEHICLE EXPENSE 13
	Summary of monthly data options 14
	A - Review entries 14 B - Enter new data 15 C - Change entries 15 D - Delete entries 15 E - Print entries 16 F - Exchange month 16 G - Leave program 16

FIGURES

1	Main Menu 3
2	Setup Program Main Menu 4
3	Exchange Category Names 6
4	Exchange Payment Types 7
5	Exchange Vehicle Names 7
6	Data Disk Drive # 8
7	Setup Fixed Cost (categories)9
8	Setup Fixed Cost9
9	Setup New Year - WARNING 11
10	Leave Program 12
11	Months Menu 13
12	Monthly Data Options 14
13	Review Entries 15

INTRODUCTION

OVERVIEW

How much am I spending on fuel in the summer? What are my vehicles costing in the winter? Am I budgeting enough for repairs? What is my dollars-per-mile amount?

With FAMILY VEHICLE EXPENSE, you can answer these questions for six vehicles in nine expense categories over the course of twelve months. FAMILY VEHICLE EXPENSE takes advantage of the ATARI Home Computer's mass storage capabilities, as well as its computing power, to give you a better understanding of the true cost of owning and operating vehicles in today's economy. The program accommodates ten credit cards, converts liters to gallons automatically, and allows twelve fuel entries per vehicle per month.

REQUIRED ACCESSORIES

48K RAM
ATARI 810 disk Drive
ATARI BASIC Language Cartridge
Additional diskette(s) for storing your data

OPTIONAL ACCESSORIES

ATARI Printer or equivalent printer

CONTACTING THE AUTHOR

Users wishing to contact the author about FAMILY VEHICLE EXPENSE may write to him at:

6130 McAbee Road San Jose, CA 95120

GETTING STARTED

LOADING FAMILY VEHICLE EXPENSE INTO COMPUTER MEMORY

- 1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.
- 2. Have your computer turned OFF.
- 3. Turn on your disk drive.
- 4. When the BUSY light goes out, open the disk drive door and insert the FAMILY VEHICLE EXPENSE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- 5. If you're planning to use your printer, turn it and the ATARI 850 Interface Module, if applicable, on.
- 6. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, you see:

 F	CMF	CLY	VE	4I(CLE	S		
 A	_	MON	THI	_Y	DA	TA		
B	-	ATA	RI	DO	ງຮ			
C	-	SET	'UP	PF	ROC	RA	M	
D	-	LEA	VE	PF	ROC	RA	M	
ļ	H)	CCH	ONE	=	(A-	·D)	?	

Figure 1 Main Menu

ENTERING INFORMATION AND RESPONDING TO PROMPTS

Make your menu choice by pressing the letter corresponding to the option you want. Similarly, you respond to prompted questions requiring a "yes" or "no" answer by pressing "Y" or "N". Pressing the RETURN key isn't necessary in these instances. When you enter data (for example, a new dollar amount), you need to press the RETURN key to notify the program that you've completed your entry. A prompt will remind you whenever it's necessary to press the RETURN key.

PREPARING DISKETTES

You need a separate diskette to store information for FAMILY VEHICLE EXPENSE. With this blank diskette in the disk drive, first press "B" to choose the ATARI DOS option from the main menu (Fig. 1). Format the diskette using Function I from the DOS menu. Name this diskette "DATA DISK". (Use a felt tip pen.) Turn the computer OFF. Insert the FAMILY VEHICLE EXPENSE program diskette, and then turn the computer back on. The main menu reappears.

SETTING UP THE PROGRAM

When the main menu (Fig. 1) reappears, choose OPTION "C" (Setup Program) and you'll see:

FAMILY VEHICLE LOADING: SET UP PROGRAM

The program displays the message WORKING while it's completing loading the setup program into computer memory.

Then you see:

WORKING

Then you see:

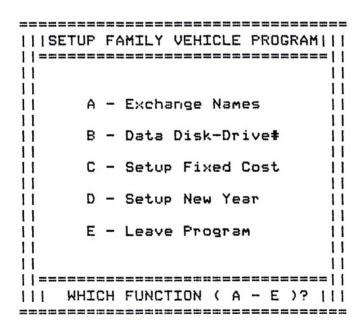


Figure 2 Setup Program Main Menu

The order of operations represents the proper setup sequence (i.e., do OPTION A first, then B, then C and so on). On the next page is a work sheet to help you set up the

FAMILY VEHICLE EXPENSE

FUNCTION A - EXCHANGE NAMES SETUP FORM

CATEG	ORY NAMES
DEFAULT	YOURS
A - Lubricants	••••••
B - Repairs	••••••
C - Replacements	••••••
D - Miscellaneous	•••••
CRED	IT CARDS
DEFAULT YOURS	DEFAULT YOURS
A - Shell	F - Open1
B - Mobil	G - Open2
C - Union	H - Open3
D - Cash	I - Open4
E - Check	J - Open5
VEHIC	LE NAMES
DEFAULT	YOURS
A _ Rolls Royce	••••••
B - Datson B-210	••••••
C _ Model T Ford	•••••
D - Open	•••••
Е — Ореп	••••••
	1 1 1 1 1 1 1 1 1 1 1 1 1

information you need for Option A. Once you've completed this sheet, press "A" for OPTION A - Exchange Names.

SETUP PROGRAM: OPTION A

When you select OPTION A, the variable category names display

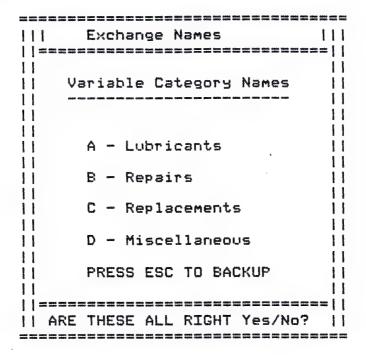


Figure 3 Exchange Category Names

To change one of the categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. The program will guide through any changes you wish to make. If you change your mind or make an entry error, press the ESC key to return to the Setup Program's main menu. If you're satisfied with the categories, press "Y" and the Payment Types display:

Exchange Names

===:	====			===			===
111		Payme	nt Typ	es			111
11=:	====		=====	==:	=====	====	=
İİ							11
11 6	A -	Mobil	F		Open	1	11
111	8 -	Shell	G	-	Open	2	- 11
ii (C -	Union	H	_	Open	3	- 11
11.1	D -	Cash	I	_	Open	4	- 11
	E -	Check		_	Open	5	- 11
ii	_				·		11
ii	PF	RESS ESC	TO GO	BA	CK		- i i
ii							ii
i i			=====	==:	=====	====	= 1 1
11-					/ / \ 1 .	- a	
	AKE	THESE AL	L RIGH	1	162/K) :	11
===:	====		======	==:		===:	. == ==

Figure 4 Exchange Payment Types

To change any of these categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. If you're satisfied with the categories, press "Y" to go on to the vehicle names:

D - Open

11

E -	Open	11
F -	Open	11
PRESS	ESC TO GO BACK	

11

||----|| ARE THESE ALL RIGHT Yes/No? ||

Figure 5 Exchange Vehicle Names

To change any of these categories, press "N" in response to the question at the bottom of the screen. Then press the letter corresponding with the category you want to change. If you're satisfied with the categories, press "Y" and you'll return to the Setup Program main menu (Fig. 2). Now proceed to option B.

SETUP PROGRAM: OPTION B - DATA DISK-DRIVE

Use OPTION B to designate the number of the disk drive containing your data diskette. The display is as follows:

DATA DISK DRIVE #
Data Drive Choices
II www.mr.mvm.mr.mm.mr. (i
A - Disk Drive #1
11
II D Mante Manage HD
B - Disk Drive #2
II PRESS ESC TO GO BACK II
II WHICH CHOICE (A-B) ? II
11 MITTER / MITTER / 1

Figure 6 Data Disk Drive #

FAMLY VEHICLE EXPENSE works with one disk drive. However, if you have two disk drives, you can use OPTION B to indicate to the program that your data diskette is in drive 2. Always put the program diskette in disk drive 1. FAMILY VEHICLE EXPENSE automatically tests for the appropriate diskette in the designated disk drives and alerts you if the diskette doesn't match the current operation. Once you've informed the program of the whereabouts of your data diskette by pressing "A" or "B", you return to the SETUP FAMILY VEHICLE PROGRAM menu (Fig. 2).

SETUP FROGRAM: OPTION C - SETUP FIXED COST

To set up your fixed costs you can use the MONTHLY DATA program from the main menu or yo can use OPTION C from the SETUP PROGRAM. The latter choice sets up your fixed costs by averaging the totals in each category over an entire year. You don't have to use one method for all your expenses. The following menu lets you choose which fixed costs, if any, or all, you would like to set up using OPTION C.

Setup Fixed Cost
THE CHARLES AND THE CHARLES AN
ii
Fixed Cost Categories
11 TARG COSC COCCESSITES
A - Insurances
B - License Tags
II C - Loan or Lease II
11
D - Depreciation
ii Dupidusousii II
PRESS ESC TO GO BACK
11
WHICH CHOICE (A - D)?

Figure 7 Setup Fixed Cost

A worksheet on the next page will help you fill in the required data. For the current market value of your vehicles, you can consult the Sunday classifieds or a standard "Blue Book".

Once you're ready to enter your fixed costs, choose A, B, C, or D. An example of the display screen is:

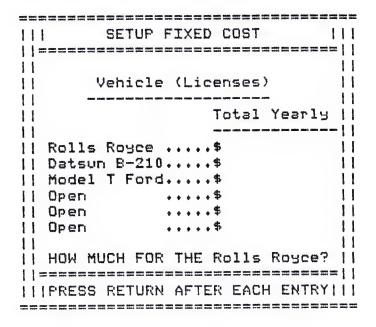


Figure 8 Setup Fixed Cost

FAMILY VEHICLE EXPENSE

FUNCTION C - SETUP FIXED COST FORM

VEHICLE	<u>INSURANCES</u>	LICENSE TAGS	LOAN OR LEASE
A - VEHICLE 1			
B - VEHICLE 2			
C - VEHICLE 3	1 1 1 1 1 1 1	111.1.1.1	
D - VEHICLE 4			
E - VEHICLE 5			
F - VEHICLE 6		1 1 1 1 1 1	

DEPRECIATION

FURCHASE DATE			MARKE	ET VALUE
VEHICLE	нтиом	YEAR	PRICE THEN	VALUE NOW
A-VEHICLE 1				11111111
B-VEHICLE 2				1 1 1 1 1 1 1 1 1
C-VEHICLE 3				
D-VEHICLE 4				1 1 1 1 1 1 1 1
E-VEHICLE 5			1 1 1 1 1 1 1 1 1	
F-VEHICLE 6	111	1 1 1 1 1	1 1 1 1 1 1 1 1	1 1 1 1 1 1 1 1

After completing this form you are ready to fill in th compute'rs blanks. If you choose this method of fixed cosentry, then it will save you the time each month.

SETUP PROGRAM: OPTION - D SETUP NEW YEAR

After you've completed the work with OPTIONS A, B, and C of the Setup Program, you're ready to set up your new year. Once you press "D", the program warns you with the following:

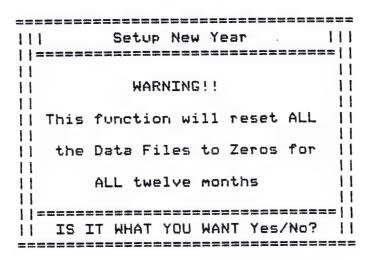


Figure 9 Setup New Year - WARNING

If you press "N" for no, you'll return to the SETUP FAMILY VEHICLE PROGRAM menu (Fig. 2). Before pressing "Y", put the DATA disk in drive #1 if you are using only one drive and in drive #2 if you are using two drives. When you press "Y", the following things happen.

- 1) You're warned that the screen will go blank for twelve minutes.
- 2) The keyboard will click as the program prepares to write to the data diskette. As each month's initialization is completed, the month's abbreviated name will appear on the screen.
- 3) After initialization, the program will write each month to the diskette again, showing its abbreviated name.
- 4) The SETUP Main Menu (Fig. 2) will reappear at the end of the sequence.

SETUP PROGRAM: OPTION E - LEAVE PROGRAM

Use OPTION E to redisplay the Main Menu (Fig. 1). The program will test for any additions made using OPTION C (Setup Fixed Cost). If it finds any changes, the sequence under OPTION D (Setup New Year) executes. The program then prompts you to insert the program diskette and tests for it:

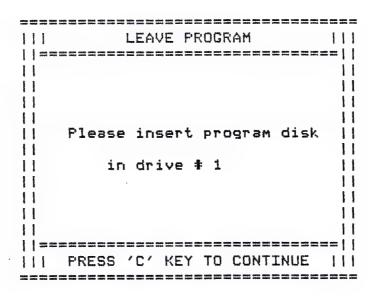


Figure 10 - Leave Program

If you press "C" and all is well, you return to the Main Menu (Fig. 1). You're now ready to start using FAMILY VEHICLE EXPENSE.

USING FAMILY VEHICLE EXPENSE

To use FAMILY VEHICLE EXPENSE, choose OPTION A (Monthly Data) from the main menu (Fig. 1). The message ${}^{\circ}$

LOADING MONTHLY DATA

display, after which a message about your data diskette displays:

INSERT DATA DISK IN DRIVE #1
PRESS ESC TO GO BACK
PRESS C KEY TO CONTINUE

If, during the SETUP program, you indicated that the data diskette would be located in disk drive #2, then this message would read INSERT DATA DISK IN DRIVE #2. Once you put the data diskette in the appropriate drive, press the "C" key and the month menu appears as follows:

		====		
III FAMILY	VEHICLE	EXP	ENSE	111
2000 and 1000		====		===
1 1				11
II A - JAN		G -	JUL	11
II B - FEB		н –	AUG	. !!
II C - MAR		I -	SEP	11
II D - APR		J -	OCT	1
II E - MAY		к -	VOV	[]
II F - JUN		L -	DEC	11
II PRESS E	esc to go) BA(СК	
	=======	====	====	===
III WHICH CH	HOICE (A	- 1	_)?	- 111
		====	====	=====

Figure 11 Months Menu

Choose the desired month by pressing the corresponding letter. The following menu then displays for that month.

tions doing when them came took took over the about the came the came took of the came took took over the came took over the came took took over the came took over the came took over the came took over the came took over the came took over the came took over the came took over the came took over the came took over th
III FAMILY VEHICLE PROGRAM III
1-07-1-07-1-07-1-07-1-07-1-07-1-07-1-07
FEB Has 0 Entries
A - Review Entries
B - Enter New Data
C - Change Entries
D - Delete Entries
E - Frint Entries
F - Exchange Month
G - Leave Program
II PRESS ESC TO GO BACK
WHICH FUNCTION (A - G) ?

Figure 12 Monthly Data Options

The line at the top of the list reflects the number of entries for your chosen month. If you didn't use OPTION C (Setup Fixed Cost) of the Setup Program, you won't see any entries or be able to do anything except use OPTION B (Enter New Data) of this part of the program. If you did make entries, then you will be able to use all the other options available here.

SUMMARY OF MONTHLY DATA OPTIONS

A-<u>REVIEW ENTRIES</u> Use this choice to obtain specific reports about your vehicles. The report selection screen is as follows:

III REVIEW ENTRIES
A - Statistical Data Reports
11
B - Summary & Detail Reports
11
PRESS ESC TO GO BACK
ii
===========
WHICH REPORTS (A - B) ?

Figure 13 Review Entries

Press "A" to obtain a brief statistical report on each vehicle. For more details on a vehicle, select "B". The Vehicle Menu (Fig. 5) appears for you to select the vehicle you wish to examine further. If you choose a vehicle with data, the summary report for that vehicle will appear. You can then choose the specific category in which you want to see the details. Press the ESC key at any time to return to the previous screen.

B-ENTER NEW DATA

To enter new data, press "B". The vehicle menu displays for you to select the vehicle for which you want to enter data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll add data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

C-CHANGE ENTRIES

To change entries, press "C". The vehicle menu displays for you to select the vehicle for which you want to change data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll change data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

D-DELETE ENTRIES

To delete entries, press "D". The vehicle menu displays for you to select the vehicle for which you want to delete data (Fig. 5). Then the category menu appears (Fig. 3). Choose the category in which you'll delete data. The prompts will guide you through this option. You then return to the category menu. Press the ESC key at any time to return to the next higher menu.

E-PRINT ENTRIES

This options works only if you have a printer attached and it's on. The program will inform you if either case isn't met. Once you press "E", the print menu displays:

A - Summary reports

B - Detail reports

C - Statistics

on each of your vehicles for each month. Press the letter corresponding to your choice of report.

F-EXCHANGE MONTH

Use this option to change to another month. If you've altered the current month's data with options "B", "C", or "D", the program saves new information before you move to a new month.

G-LEAVE PROGRAM

Use this option to return to the main menu (Fig. 1)

			-

Limited Warranty on Media and Hardware Accessories. We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear, (2) has been damaged by use with non-ATARI Home Computer products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Computer Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

Disclaimer of Warranty and Liability on Computer Programs. Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is," and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.

For the complete list of current APX programs, ask your ATARI retailer for the APX Product Catalog

	•		
			\sim
.			
Ċ			
· ¥ ·			
	•		
	·		
		÷	



Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our besource for suggesting improvements! Please help us taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you following us!

1. Name and APX number of program.
2. If you have problems using the program, please describe them here.
3. What do you especially like about this program?
4. What do you think the program's weaknesses are?
5. How can the catalog description be more accurate or comprehensive?
6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program
Easy to use User-oriented (e.g., menus, prompts, clear language) Enjoyable Self-instructive Useful (non-game programs)
Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).	
8. What did you especially like about the user instructions?	
. What did you especially like about the doc mondenests.	
9. What revisions or additions would improve these instructions?	
10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the instructions and why?	user
11. Other comments about the program or user instructions:	
·	ŞTA

ATARI Program Exchange P.O. Box 3705 Santa Clara. CA 95055

(seat here)